

## CLAIMS

1. A method of resetting a plurality of connected nodes comprising  
5 initiating a reset request at a first node; sending a packet from said first node to a second node wherein said packet is recognised by said second node as a reset command, and said second node resets itself.
  
2. A method of resetting a plurality of connected nodes as claimed in  
10 claim 1 wherein said reset request packet is send serially and sequentially to further nodes.
  
3. A method of resetting a plurality of connected nodes as claimed in  
any preceding claim wherein said nodes are arranged in a ring.  
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4. A method of resetting a plurality of connected nodes as claimed in  
any preceding claim wherein the reset packet has a register which is  
decremented on passing through a node
  
- 20 5. A method of resetting a plurality of connected nodes as claimed in  
any preceding claim wherein when a node receive and recognised a reset packet, a time delay is started in order for the packet to be further processed and sent on before resetting is implemented.
  
- 25 6. A method of resetting a plurality of connected nodes as claimed in  
any preceding claim wherein a standard interface is used to initiate the reset re-set packet.

7. A method of resetting a plurality of connected nodes as claimed in any preceding claim which is initiated by a manager request that is converted into a control reset packet.
- 5 8. A method of resetting a plurality of connected nodes as claimed in any preceding claim which is initiated by a debug command that is converted into a control reset packet.
9. A node having means to receive a reset data packet, means to
- 10 recognise said packet and reset said node, and means to forward said reset data packet to other nodes.